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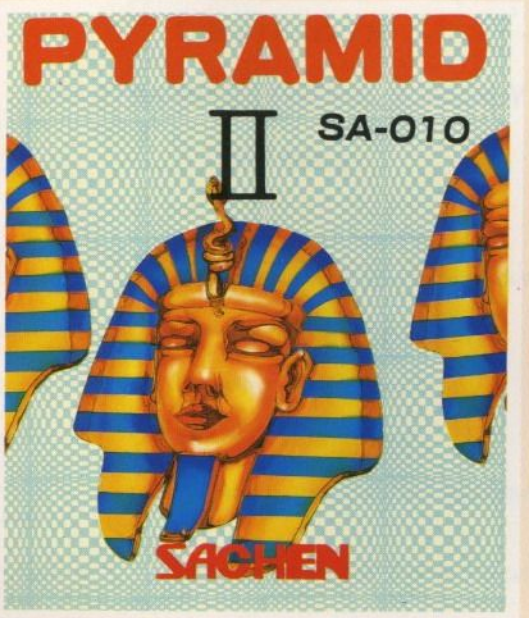

SA010

THE PYRAMID II

THE PYRAMID II CONTROL SUMMARY

CONTROLS

Right Arrow And Left Arrow:	Move the blocks in the indicated direction.
Down Arrow:	Move the blocks down quickly.
Button A:	Turn other sides of blocks.
Button B:	Turn other sides of blocks.
Button B + Up Arow:	Choose the special objects you will need.
Start Button:	Starts the game. Also freezes the game.

Bomb

Thunderbolt

Mouse

SPECIAL OBJECTS

Bomb:	The bomb can destroy an area of blocks.
Thunderbolt:	It can destroy a string of blocks.
Mouse:	It likes to eat the triangles.

THE PYRAMID II

I. INTRODUCTION

In south America, there is a fable of the Indians empire. It is said that men will get the magical power if they could find the way to resolve the problem of the triangle. Do your best and concentrate for this game. We believe that the magical power will belong to you.

II. GAME CNTROL

Right Arrow And Left Arrow:	Move the blocks in the indicated direction.
Down Arrow:	Move the blocks down quickly.
Button A:	Turn other side of blocks.
Button B:	Turn other side of blocks.
Button B + Up Arrow:	Choose the special objects you will need.
Start Button:	Starts the game. Also freezes the game.

PRECAUTIONS

1) Store at room temperature. Do not subject to environmental extremes.

2) Always ensure that power is off before inserting or removing the cartridge from theNintendo® System.

3) Keep contacts clean (do not touch them and store the cartridge in its box when not in use).

4) Do not try to open or disassemble the cartridge.

5) Do not sit too close to your television.

6) Do not clean the cartridge with chemical agents.

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III. OPTION

Player:	1 = One player 2 = Two players
Mode Select:	Special = Select the mode which the triangle drop down after you shoot it. Normal = Select normal mode.
Level Select:	You may select the games from round 0 to round 9.
Music Switch:	Turn "ON" the music or turn "OFF" the music.
Music Test:	There are 13 songs in this game which you can try.
Sound Test:	There are seven different sounds in this game.
Voice Test:	A voice in this game.
Button A or B:	Run/Test
Up or Down Arrow:	Select directory
Left or Right Arow:	Change SET UP
Start Button:	Starts the game

IV. GAME MECHANICS

1. When the game begins the monsters will spit out balloons.
   You have to press Button A to shoot down all the balloons before they are all broken, all Buttons are ineffective except Button A.

2. They will release the triangles as the balloon are broken.

3. If you have broken a balloon and eliminated two lines in one go then you will gain one free unit of power.

4. You will be able to enter next round if you have eliminated 20 lines. (One player mode)

5. Your maximum power is 255.

6. More power will make you shoot greater distance.

7. In two player mode, if your power is 20 or above, then you can shoot the balloons of your opponent which will dismay him. You win the game when the triangles have piled up to the top of the box.

V. PLAYERS MODE

1. In one player, that is normal mode only.

2. In two players, you can press Button A and B to reset your game at anytime or when the game is over.

Bomb

Thunderbolt

Mouse

VII. SPECIAL OBJECTS

Bomb	The bomb can destroy an area of blocks.
Thunderbolt	It can destroy a string of blocks.
Mouse	It likes to eat the triangles.

VI. THE BLOCKS

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. If this equipment does cause interference to radio or television reception, which can be determined by turning teh equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna.
- Relocate the NES® with respect to the receiver.
- Move the NES® away form the receiver.
- Plug the NES® into a different outlet so that NES® and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions.

The user may find the following booklet prepared by the Federal Communications Commission helpful: HOW TO IDENTIFY AND RESOLVE RADIO-TV INTERFERENCE PROBLEMS. This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No.004-000-00345-4.

Note: NES® is the abbreviation for Nintendo Entertainment System®.

THE PYRAMID II EVALUATION SHEET

NAME: _____ AGE: _____ SEX: _____

ADDRESS: _____

DATE: _____ / _____ / _____ PHONE #(Optional): ( ) _____ — _____

GRANDING SCALE: 1: WORST 2:BAD 3:AVERAGE 4:GOOD 5:EXCELLENT

1). GAME'S OVERALL ENTERTAINMENT VALUE	1 2 3 4 5
2). COMPARED WITH GAMES THAT YOU PLAY REGULARLY	1 2 3 4 5
3). COMPARED WITH ALL EXISTING GAMES	1 2 3 4 5
4). VARIETY (ENEMIES, WORLDS, TRICKS, WEAPONS)	1 2 3 4 5
5). GRAPHICS (COLOR, DESIGN, ANIMATION)	1 2 3 4 5
6). SOUND EFFECTS (BACKGROUND MUSIC, ANIMATION)	1 2 3 4 5
7). DIFFICULTY LEVEL (1:TOO EASY...5: TOO DIFFICULT)	1 2 3 4 5
8). FLAWS OR PROBLEMS (1:NONE...5: TOO MANY)	

PLACE
STAMP
HERE